## **Refine Search**

#### Search Results -

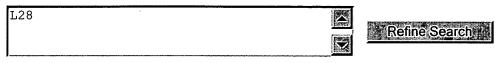
Terms	Documents
(703/2).ccls.	1085

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Database:

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Search:









### Search History

## DATE: Thursday, April 13, 2006 Printable Copy Create Case

Set Name side by side	Query	Hit Count	Set Name result set
DB=	=USPT; PLUR=YES; OP=ADJ		
<u>L28</u>	703/2.ccls.	1085	<u>L28</u>
<u>L27</u>	707/200.ccls.	1359	<u>L27</u>
<u>L26</u>	715/763.ccls.	218	<u>L26</u>
<u>L25</u>	345/440.ccls.	781	<u>L25</u>
DB=	=TDBD; PLUR=YES; OP=ADJ		
<u>L24</u>	L18 and (replac\$ or substit\$ Or import\$ or modif\$ or edit\$) near4 node\$ near4 (imag\$ or pixel\$)	0	<u>L24</u>
DB=	=DWPI; PLUR=YES; OP=ADJ		
<u>L23</u>	node and graph and (combin\$ or link\$ or inter\$) near4 node\$ and (image\$ or pixel\$) and (input\$ same output\$)and (replac\$ or substit\$ Or import\$ or modif\$ or edit\$) near4 node\$ near4 (imag\$ or pixel\$)	1	<u>L23</u>
DB=	=JPAB; PLUR=YES; OP=ADJ		

node and graph and (combin\$ or link\$ or inter\$) near4 node\$ and (image\$ or

<u>L22</u>	modifs or edits) near4 nodes near4 (imags or pixels)	0	<u>L22</u>
DB=	=EPAB; PLUR=YES; OP=ADJ		
<u>L21</u>	node and graph and (combin\$ or link\$ or inter\$) near4 node\$ and (image\$ or pixel\$) and (input\$ same output\$)and (replac\$ or substit\$ Or import\$ or modif\$ or edit\$) near4 node\$ near4 (imag\$ or pixel\$)	1	<u>L21</u>
DB=	USPT; PLUR=YES; OP=ADJ		
<u>L20</u>	L19 and l16	0	<u>L20</u>
<u>L19</u>	L18 and (replac\$ or substit\$ Or import\$ or modif\$ or edit\$) near4 node\$ near4 (imag\$ or pixel\$)	15	<u>L19</u>
<u>L18</u>	L17 and (input\$ same output\$)	1317	<u>L18</u>
<u>L17</u> .	node and graph and (combin\$ or link\$ or inter\$) near4 node\$ and (image\$ or pixel\$)	1751	<u>L17</u>
<u>L16</u>	717/131,132,141,144,108,116.ccls.	1089	<u>L16</u>
<u>L15</u>	15 and ((computer-readable\$ or memory\$)and execut\$)	1	<u>L15</u>
<u>L14</u>	15 and (register\$ or buffer\$ or stor\$)	1	<u>L14</u>
<u>L13</u>	15 and (depen\$ or class\$ sub\$ or object-oriented\$)	1	<u>L13</u>
<u>L12</u>	15 and (renam\$ or nam\$ or number or id\$)	1	<u>L12</u>
<u>L11</u>	15 and (renam\$ or nam\$ or number or id\$) near8 variable\$	0	<u>L11</u>
<u>L10</u>	15 and (travers\$ or evaluat\$)	1	<u>L10</u>
<u>L9</u>	15 and (combin\$ or inter\$ or relat\$ or link\$) same node\$	1	<u>L9</u>
<u>L8</u>	15 and (examin\$ or check\$ or determin\$ or test\$) same (code\$ Or program\$ or softwar\$ or source\$)	1	<u>L8</u>
<u>L7</u>	15 and edit\$ same (code\$ Or program\$ or softwar\$ or source\$)	1	<u>L7</u>
<u>L6</u>	L5 and (edit\$ or read\$ or writ\$ or modi\$ Or alter or chang\$) near5 (code\$ Or program\$ or softwar\$)	1	<u>L6</u>
<u>L5</u>	5490246.pn.	1	<u>L5</u>
<u>L4</u>	(substitu\$ or modif\$ Or chang\$ or alter) near4 (node\$ ) near5 (imag\$ or pictur\$ or pixel\$)	84	<u>L4</u>
<u>L3</u>	replac\$ near4 (node\$ ) near5 (imag\$ or pictur\$ or pixel\$)	21	<u>L3</u>
<u>L2</u>	replac\$ near4 (node\$ ) near5 pixel\$	3	<u>L2</u>
<u>L1</u>	replac\$ near4 (node\$ or textur\$ or referenc\$) near5 pixel\$	147	<u>L1</u>

# END OF SEARCH HISTORY



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SEARCH

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Result page: **1** <u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>6</u> <u>7</u> <u>8</u> <u>9</u> <u>10</u>

Best 200 shown

Results 1 - 20 of 200

Relevance scale 🔲 📟 📟 🔳

Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 The elements of nature: interactive and realistic techniques



Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '**በ**4

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

<u>Fast detection of communication patterns in distributed executions</u>

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research

Publisher: IBM Press

Additional Information: full citation, abstract, references, index terms Full text available: pdf(4.21 MB)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution #Inspec

